

REMARKS

Claims 1, 3, 6, 7, 9, 12, and 14-16 have been amended to remove the multiple dependent claims before filing fee calculation. An Abstract of the Disclosure is also attached along with the filing of an Information Disclosure Statement. No new matter has been added.

To the extent necessary, Applicants petition for an extension of time under 37 C.F.R. §1.136. Please charge any shortage in fees due in connection with the filing of this paper, including extension of time fees, to Deposit Account No. 01-2135 (Case No. 367.40944X00) and please credit any excess fees to such Deposit Account.

Entry of the amendment is respectfully solicited.

Respectfully submitted,

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DES:clt
Attachments

Attachment, VERSION SHOWING CHANGES MADE TO CLAIMS 1, 3, 6, 7, 9, 12, and 14-16 are indicated with brackets and underlining:

1. (Amended) A method of modifying games content of a mobile phone, the games content comprising gaming parameters, the method comprising sending one or more selected gaming parameters from the mobile phone to a server, at the server, applying training data to the one or more selected gaming parameters to provide a modified parameter set in which one or more of the one or more selected gaming parameters is modified, sending [said] the modified parameter set to the mobile phone[,] and modifying the games content of the middle phone using the modified parameter set.
3. (Amended) A method according to claim 1 [or clam 2], wherein the gaming parameters comprise character type parameters.
6. (Amended) A method according to claim 1, wherein the sending of gaming parameters and modified gaming parameters are by wireless transmission of signals [over the air].
7. (Amended) A method for changing characteristics of an electronic game of an electronic device, the games content comprising gaming parameters, [said] the method comprising: providing [said] the games content for storage on and use by the device, providing training data at a server for modifying gaming parameters, applying [said] the training data to one or

more selected gaming parameters uploaded to the server from the device to provide a trained parameter set, and altering the electronic game of the device by applying to [it] the electronic the trained parameter set downloaded from the server.

9. (Amended) A gaming device including games content comprising gaming parameters, [and adapted to download] which downloads content from a server, the device having a memory, and a controller, the memory storing original and/or modified games content, the controller being operable to transmit a request for training selected gaming parameters of the games content in accordance with training data provided on the server, the request comprising an identifier of the required training data, the device receiving trained gaming parameters data from a server, and the controller storing [said] the trained gaming parameter on [said] the memory.

12. (Amended) A gaming device according to claim 9, wherein the device includes a transceiver and the gaming parameters and modified gaming parameters are wireless transmitted [by signals over the air].

14. (Amended) A computer program product on a terminal having an electronic game stored on a memory thereof, the product enabling selecting gaming parameters of the game, sending [said] the selected gaming parameters to a remote server, and storing received modified gaming parameters on the memory of the terminal .

15. (Amended) A computer program product on a server, the product enabling the application of training data to gaming parameters of an electronic game received from a remote terminal, and sending modified gaming parameters to [said] the terminal.

16. (Amended) A method for changing characteristics of an electronic game of an electronic device, the games content comprising gaming parameters, [said] the method comprising: sending selected gaming parameters to a server, receiving modified gaming parameters from the server, and changing characteristics of the electronic game using the modified gaming parameters.

ABSTRACT OF THE DISCLOSURE

The present invention [resides in] is a method of modifying games content of a mobile phone, the games content comprising gaming parameters[, t] . The method [comprising sending] sends one or more selected gaming parameters from the mobile phone to a server, at the server, applying training data to the one or more selected gaming parameters to provide a modified parameter set in which one or more of the one or more selected gaming parameters is modified, sending [said] the modified parameter set to the mobile phone, wherein the modified parameter set is used to modify the games content of the modified phone.

[By means of the invention, selected aspects or parameters of the games content of a phone can be modified remotely in a server, and the modified game parameters returned to the phone and used to reconfigure the games content to provide a new gameplay. Accordingly, whilst broadly allowing a user an element of control in how a game is to be changed, this]

The invention provides a way of introducing new unpredictable factors into selected aspects of the gameplay. This consequently increases the variety of gameplay and elevates the challenge of the game to the user.

VERSION SHOWING MARKED-UP CHANGES MADE TO SPECIFICATION

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BACKGROUND OF THE

Field of the Invention

Description of the Print Art

	1970	1971	1972	1973	1974	1975	1976	1977	1978	1979	1980	1981	1982	1983	1984	1985	1986	1987	1988	1989	1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099	2100	2101	2102	2103	2104	2105	2106	2107	2108	2109	2110	2111	2112	2113	2114	2115	2116	2117	2118	2119	2120	2121	2122	2123	2124	2125	2126	2127	2128	2129	2130	2131	2132	2133	2134	2135	2136	2137	2138	2139	2140	2141	2142	2143	2144	2145	2146	2147	2148	2149	2150	2151	2152	2153	2154	2155	2156	2157	2158	2159	2160	2161	2162	2163	2164	2165	2166	2167	2168	2169	2170	2171	2172	2173	2174	2175	2176	2177	2178	2179	2180	2181	2182	2183	2184	2185	2186	2187	2188	2189	2190	2191	2192	2193	2194	2195	2196	2197	2198	2199	2200	2201	2202	2203	2204	2205	2206	2207	2208	2209	2210	2211	2212	2213	2214	2215	2216	2217	2218	2219	2220	2221	2222	2223	2224	2225	2226	2227	2228	2229	2230	2231	2232	2233	2234	2235	2236	2237	2238	2239	2240	2241	2242	2243	2244	2245	2246	2247	2248	2249	2250	2251	2252	2253	2254	2255	2256	2257	2258	2259	2260	2261	2262	2263	2264	2265	2266	2267	2268	2269	2270	2271	2272	2273	2274	2275	2276	2277	2278	2279	2280	2281	2282	2283	2284	2285	2286	2287	2288	2289	2290	2291	2292	2293	2294	2295	2296	2297	2298	2299	2300	2301	2302	2303	2304	2305	2306	2307	2308	2309	2310	2311	2312	2313	2314	2315	2316	2317	2318	2319	2320	2321	2322	2323	2324	2325	2326	2327	2328	2329	2330	2331	2332	2333	2334	2335	2336	2337	2338	2339	2340	2341	2342	2343	2344	2345	2346	2347	2348	2349	2350	2351	2352	2353	2354	2355	2356	2357	2358	2359	2360	2361	2362	2363	2364	2365	2366	2367	2368	2369	2370	2371	2372	2373	2374	2375	2376	2377	2378	2379	2380	2381	2382	2383	2384	2385	2386	2387	2388	2389	2390	2391	2392	2393	2394	2395	2396	2397	2398	2399	2400	2401	2402	2403	2404	2405	2406	2407	2408	2409	2410	2411	2412	2413	2414	2415	2416	2417	2418	2419	2420	2421	2422	2
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of the gameplay. This consequently increases the variety of gameplay and elevates the challenge of the game to the user.

The invention thus provides for original games content, training data, and modified games content. Original games content comprises the game software required to characterize gaming parameters and allow play of the game in its original version. Original games content defines the look and feel of the game. Training data comprises adaptations for gaming parameter. Modified games content comprises the original game modified by the trained gaming parameters.

The games content on the mobile phone may itself have been previously modified by trained gaming parameter data, so in this sense the games content is not the original games content, but is the games content currently enabled on the phone.

Original games content is provided for storage on and use by a mobile phone and training data is provided on a server.

There may be monitoring and accounting means for monitoring use of the training facility on the server for computing a payment to be made by the user.

The games content may include a sports team under the control of the user. In such a form of the invention, the user sends the team (or even specific players thereof) from the mobile phone to a 'training camp' located on a server. The 'training camp' may be on a specific Games dedicated site stored on the server. The team is put through a 'training' programme in the training camp. Such training is under the control of the server, which for example applies an algorithm to the data representing the team, and this algorithm has the affect of modifying the data to output a 'trained' team. The trained team is sent to the mobile phone, and here it is used in the gameplay to new effect.

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terminal and the training data is used to modify ~~the~~ one or more selected gaming parameters, and the trained gaming parameters are sent to the client terminal and used in the gameplay of the games content on the client terminal.

- 5 Accordingly, the invention extends to areas concerned with client-server systems and the downloading and more generally enabling the provision of content for a client terminal.

Other aspects and features of the invention are defined in the appended
10 claims.

Brief description of the drawings ← All refer

In order to aid a better understanding of the present invention, an embodiment of the invention will now be described. This should not be construed as
15 limiting the invention but merely as an example of a specific way of putting the invention into effect. In particular, the invention will be described with reference to the accompanying drawings in which:

Figure 1 is a schematic of client-server system in accordance with a preferred arrangement of the present invention;

20 Figure 2 is a block diagram illustrating selected functional aspects of the client server system of Figure 2; and

Figure 3 is a flow chart outlining a preferred way of effecting downloading of content in the client-server system of Figures 1 and 2.

25 Detailed description of the invention ← Preferred Embodiment of the All Caps

In general terms, an electronic game, designed to be played on a mobile phone, is created by a content provider, who may be the mobile phone manufacturer or a third party. Typically, the electronic game comprises a games engine that provides the general functions of the game including
30 instructions and routines for gameplay, for example by drawing of library functions that define how games characters may interact during game play. The electronic game also has gaming parameters that set out the

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the user may find that despite repeated game plays ^{the user} he is not making satisfactory progress towards a desired level of proficiency in the game. In such a situation the user may wish to send his games entity, such as a team, to a training camp to be coached for improved performance in the game.

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Hence, by means of the preferred arrangement of the invention, the user has the option to send selected features of the game (eg. his team) to a training camp on a server and then have returned to the phone, altered gaming features so as to create a new gaming context. The end user accordingly requests the uploading of selected gaming parameters from the phone 31 to the server 21 through the operator's network 41. If the request is approved, training data is applied to the selected gaming parameters at the server 21 and subsequently transferred to the end user's phone 31. A more detailed description of this process is given below.

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Referring to Figure 2, there is shown in greater detail an end user mobile phone terminal 31, which through the operator network having an operator server 42 accesses a mobile phone manufacturer's server 21 having a memory containing training data (T1, T2, T3).

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An end user 31 who wishes to have changes made to ^{the user's} his/her team of a game makes a request through the mobile phone 31 to send the team to a training camp at a server. The team of players may be a team that the user has created in the game in the mobile phone himself. The request may be a direct menu-driven option that the user clicks onto to send the request. The menu-driven option could be a direct link from games menu option, which would save having to open, for instance a browser application of the mobile phone. As another example, the gaming parameter upload option may appear automatically on the phone display at an appropriate point while a game is being played, or at the end of a game, for instance on unsuccessful completion of a particular level. The user in response decides whether or not to activate the uploading.

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Thus a request is transmitted from the mobile phone for the use of training data at a server on a particular team. The end user may have a preference for what type of training the team requires from the different training camps accessible on the server, and so the request may contain an identifier (eg. T1, T2, or T3) of the training camp required. Sending the request removes the team from the mobile phone.

The user's request is received first by the network operator at the operator server 42 having a gateway, this is indicated in Figure 3 at block 100. Here a series of checks is carried out in relation to the request in an authentication process. As indicated at block 110 in Figure 3, it is checked whether the user subscribes to the appropriate tariff to entitle ~~him/her~~ to access the server in order to use the training camps. Accordingly, the user's identity is checked along with ~~his/her~~ ^{the user's} tariff subscription. If it is determined that the user is on the appropriate tariff, the operators server forwards the request to the URL address identifying mobile phone manufacturer's server 21, as indicated at block 120.

If, on the other hand, ~~the user~~ ^{is} identified as not being a subscriber on the appropriate tariff to allow use of a training camp, flow passes to block 115 in which the operator server sends a message to the user denying ~~him/her~~ the request. At this juncture, the message may contain information informing the user of steps he may take in order to apply to subscribe to the correct tariff for obtaining the benefit of training camp.

Returning to the case where the network operator accepts the user and engages the manufacturer's server for the download, the request received at the server undergoes further authentication and identification at block 130, for instance to check for compatibility between the user games content and the training camp requested. This may be on the basis of the identifier tag associated with the team data and the requested training camp.

Once accepted, the request is further processed in the server in a games controller 22. The games controller 22 accesses the memory storage 23 holding the required training algorithm representative of the camp using a memory address. From there at block 140 the training algorithm is retrieved by the controller and transferred to a processor 24. The controller 22 at block 150 also instructs the passage of the team to be trained to the processor 22. In the processor 22 the training algorithm is applied to the team according to block 160. The training algorithm makes changes to the data of the team and outputs a trained team in accordance with the algorithm to controller 22. Thus, it will be appreciated that control is removed from the user as to events that occur when the team is in training camp, and so there is an element of risk-taking involved as random factors may mean that the outcome is not quite what the player expected. For instance, sending a team to training camp could result in a detrimental action, such as a player breaking a leg. However, the user may be able to be allowed to select what camp the team is to be sent to and what training programme he/she wishes the team to be put through.

Following appropriate checks the trained team is transmitted according to block 170 to the operator server 42.

The operator server receives the trained team and verifies that it is the team according to the requested training programme. Following verification the operator server downloads the trained team to the requesting user's mobile phone as indicated at block 180.

On receipt of the trained team at the mobile phone, a message is displayed on the phone's LCD indicating that trained team has arrived. The mobile phone's controller carries out a series of error checks to ensure that all the data has been faithfully received, if not then an error message is transmitted to the operator to re-send the trained team. If the error checks confirm complete error free receipt of the trained team the user may be afforded an

opportunity to view the trained team in order to confirm that it is to his approval. The user then uses the menu options to accept and save the trained team onto the phone memory as indicated at block 170 in Figure 4 and indicated by TEAM' in Figure 3. Storing the trained team into the mobile
 5 phone memory modifies the previously stored games data for instance by introducing the newly trained up team into the memory space reserved for the previous gaming parameters of the previous team, resulting in modified games content thereby avoiding taking up substantially extra memory space.

10 The operation of saving the new in-game data software on the phone causes a signal to be transmitted to the operator that the game has been saved in the phone. This acts as a confirmation of receipt and acceptance by the user as at block 190.

15 Transfer of signals between the user's mobile phone and the server may use any appropriate modes such as WAP, SMS, as well as wired networks.

In other arrangements, the operator may simply provide the gateway for establishing the links to the server, the authentication and verification
 20 processes being carried out in the server. Additionally, the user may, rather than have the trained team automatically sent to his mobile phone, be required to return to the server and collect the trained team from the server.

The present invention may be embodied in other specific forms without
 25 departing from its essential attributes. Other kinds of training camps are envisaged by the present invention. For example:

- sending an athlete to sprint training, a possible detrimental affect being an injury to a hamstring,
- sending a wizard to sorcery school where he can learn new spells,
- 30 -sending an adventurer to train to jump and climb better,
- sending a golfer to golfing school to improve his swing,
- sending a golf course to have new holes cut in the green.

[Reference should thus be made to the appended claims and other general statements herein rather than to the foregoing description as indicating the scope of the invention.]

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Furthermore, each feature disclosed [in this specification (which terms includes the claims) and/or shown in the drawings] may be incorporated in the invention independently of other disclosed and/or illustrated features. In this regard, the invention includes any novel feature or combination of features disclosed
10 herein either explicitly or any generalisation thereof irrespective of whether or not it relates to the claimed invention or mitigates any or all of the problems addressed.

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[The appended abstract is file herewith is included in the specification by reference.]

We claim:

What is claimed is:

1. A method of modifying games content of a mobile phone, the games content comprising gaming parameters, the method comprising sending one or more selected gaming parameters from the mobile phone to a server, at the server, applying training data to the one or more selected gaming parameters to provide a modified parameter set in which one or more of the one or more selected gaming parameters is modified, sending ~~said~~ modified parameter set to the mobile phone ^{and} modifying the games content of the mobile phone using the modified parameter set.
2. A method according to claim 1, wherein the training data comprises an algorithm.
3. A method according to claim 1 ^{or} claim 2 wherein the gaming parameters comprise character type parameters.
4. A method according to claim 3, wherein the character type parameters comprises a team.
5. A method according to claim 4, wherein the team is created by the user in the mobile phone.
6. A method according to claim 1, wherein the sending of gaming parameters and modified gaming parameters are by ^{wireless transmission of} signals over the air.
7. A method for changing characteristics of an electronic game of an electronic device, the games content comprising gaming parameters, ~~said~~ method comprising: providing ^{the} games content for storage on and use by the device, providing training data at a server for modifying gaming parameters, applying ~~said~~ training data to one or more selected gaming parameters uploaded to the server from the device to provide a trained

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8. A client-server system in which games content is provided on a client terminal, the games content comprising gaming parameters and training data is provided on a server and wherein one or more selected gaming parameters is sent to the server from the client terminal and the training data is used to modify the one or more selected gaming parameters, and the trained gaming parameters are sent to the client terminal and used in the gameplay of the games content on the client terminal.
9. A gaming device including games content comprising gaming parameters, ~~and adapted to download content from a server~~, the device having a memory, and a controller, the memory storing original and/or modified games content, the controller being operable to transmit a request for training selected gaming parameters of the games content in accordance with training data provided on the server, the request comprising an identifier of the required training data, the device receiving trained gaming parameters data from a server, and the controller storing ~~said~~ trained gaming parameters on ~~said~~ memory.
10. A gaming device according to claim 9, wherein the device is a handheld electronic device.
11. A gaming device according to claim 9, wherein the device is a games console or a personal computer.
12. A gaming device according to claim 9, wherein the device includes a transceiver and the gaming parameters and modified gaming parameters are transmitted by signals over the air.

13. A gaming device according to claim 9, wherein gaming parameters and modified gaming parameters are transmitted by signals through wired networks.

5 14. A computer program product on a terminal having an electronic game stored on a memory thereof, the product enabling selecting gaming parameters of the game, sending ^{the} ~~said~~ selected gaming parameters to a remote server, and storing received modified gaming parameters on the memory of the terminal.

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15. A computer program product on a server, the product enabling the application of training data to gaming parameters of an electronic game received from a remote terminal, and sending modified gaming parameters ^{the} ~~to said~~ terminal.

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16. A method for changing characteristics of an electronic game of an electronic device, the games content comprising gaming parameters, ^{the} ~~said~~ method comprising: sending selected gaming parameters to a server, receiving modified gaming parameters from the server, ^{and} ~~changing~~ characteristics of the electronic game using the modified gaming parameters.

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106121-42692001

Abstract

The present invention¹³ [resides in] a method of modifying games content of a mobile phone, the games content comprising gaming parameters¹⁴. The method¹⁵ comprising sending⁵ one or more selected gaming parameters from the mobile phone to a server, at the server, applying¹⁶ training data to the one or more selected gaming parameters to provide a modified parameter set in which one or more of the one or more selected gaming parameters is modified, sending¹⁷ said modified parameter set to the mobile phone, wherein the modified parameter set is used to modify the games content of the mobile phone.

[By means of the invention, selected aspects or parameters of the games content of a phone can be modified remotely in a server, and the modified game parameters returned to the phone and used to reconfigure the games content to provide for new gameplay. Accordingly, whilst broadly allowing a user an element of control in how a game is to be changed, this¹⁸ invention provides a way of introducing new unpredictable factors into selected aspects of the gameplay. This consequently increases the variety of gameplay and elevates the challenge of the game to the user.

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